'Fingers' Malloy for Pulsar

"The best thing ol' Al ever did for his place was Pulsar. It's more than a game. It's a sport. I like its guts. I mean, the better I get, the tougher it gets. See, you're slidin' through the maze blastin' away, the Pulsar heartbeat is keepin' time. Then, just when you think you've got it whipped, in comes a new maze and you gotta change your game plan. He may have the touch, but I don't have Pulsar aced. It's the only game in town that keeps comin' back for more. So I do too. I'll bet ol' Al figures he's got a gravy train with Pulsar, and he's right. Cause I'll tell you one thing; if you're not playing Pulsar, you're just playing games. And you can quote me on that."

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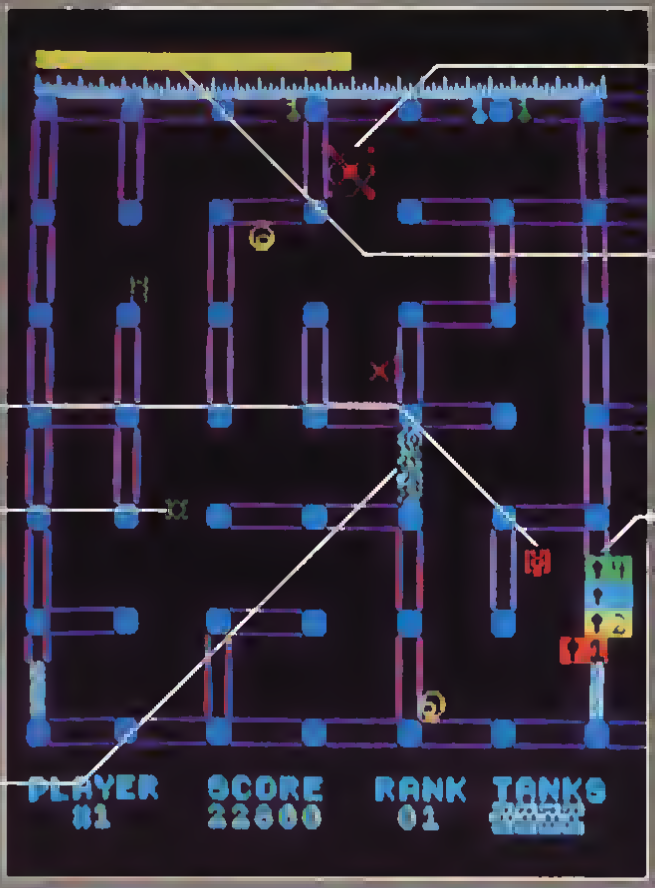
"Check it out."

uide the tank through changing maze and transport the treasure eys to their color-atched locks Every und presents the r with a new

re points to earn fuel by blasting y aggressors and the locks.

ressors move along the walls Green aggressors travel at ndom Red enemies bounce and ricochet off walls All travel faster and shoot more frequently with each ound and they also become worth more oints

Avoid the constantly changing ' force field walls The player is destroyed if caught in ne



Pu and it breaks enemy ag

O bonus • by locke in sequence,

• and bonus points are calculated based o how much fuel remains after all are opened—tha fuel used, the m points scored

• double bonus are earned by unlocking tha

Seven reall effects
- the continuous Pulsar heartbeat,
- the electric sizzle of force-field walls
- the clanging of shifting walls,
- the blasting sound of the player s fire
- the piercing shots of the aggressors,
- the sound that signals the shift to a new maze
- the exciting clamor of bonus points

PULSAR

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